

Pallasmaa through (the body of the interface)

The timeless act of augmentation is to create embodied existence metaphors that concrete and structure 'being in the world'. These reflect (material and external) ideas or images of ideal life.

Files and databases allow us to structure, understand or remember shapeless flows of reality and ultimately to recognise who we are. Augmented reality enables us to perceive and understand dialectics of permanence and change to settle ourselves in the world, and encamp the virtual body in the continuum of data-culture.

Thus engaged with fundamental existence, it raises questions in its way of representing and structuring action and power, societal and cultural orders, interaction and separation, plus identity and memory.

All augmented experience implies the acts of recollecting, remembering, comparing. An embodied memory has an essential role as the basis of remembering space - a place. We copy all the files, and database those that we have visited; all the places that we have recognised into the incarnate memory -

our virtual body,
our meta-space integrated with the self-identity.
It becomes part of our own
body and being.

Text adapted from Juhani Pallasmaa's 'The eyes of the Skin: Architecture and the Senses' (Wiley & Sons, 1996).

Andrew Gryf Paterson, 2002.